ENGINE GEAR™* SUPER-SPEED SYSTEM
ENGINE GEAR RC Power Launcher with Radio Control Top

AGE 8+
82670/82731 Asst.

BEYBLADE GREVOLUTION ®*

Driger G™

27 Mhz

HIGH PERFORMANCE TOPS

Requires 4 x 1.5V "AA" or R6 size batteries (not included). Alkaline batteries recommended. Phillips/cross head screwdriver (not included) needed to insert batteries. See instructions. Includes radio control launcher, radio control BEYBLADE top, ripcord, Bit Chip, and label sheet.

Endurance Type
ELECTRONIC

⚠ WARNING: Do not use BEYBLADE tops or BEYSTADIUM™ on tables or other elevated surfaces.

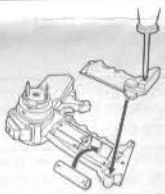
BEYBLADE tops/BEYSTADIUM are intended to be used on the floor. Do not lean over the stadium when BEYBLADE tops are in play. BEYBLADE tops may bounce up and hit eye or face.

- For competition among RC BEYBLADE tops, the other RC BEYBLADE tops (sold separately) must have frequencies other than 27 Mhz
- Before assembly and playing, please read instructions. Please keep these instructions for future reference.
- Discard plastic bags immediately.

BEYSTADIUM sold separately.

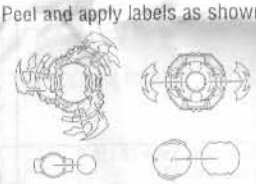
TO INSERT BATTERIES:

Using a Phillips/crosshead screwdriver (not included), loosen screw securing battery compartment door on launcher and remove door to access compartment (screw remains attached to door). Insert 4 x 1.5V "AA" or R6 size batteries. Close compartment, and tighten screw with screwdriver. See diagrams.



LABELS:

Peel and apply labels as shown.

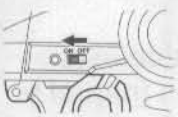


TO COMPLETE ASSEMBLY:

Use a Phillips/cross head screwdriver (not included) to attach launcher assembly as shown using the included screws.

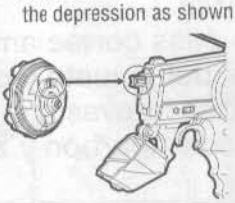
CHARGING:

1 Turn the launcher power switch to ON.



2 Open the launcher front cover. Attach the radio control top to the charge gate. The charge light will turn on.

3 Set the metal part of the launcher's charge gate in the depression as shown.

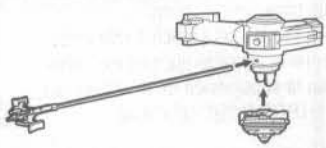


4 The charge light will go out after about 80 seconds of charging. This means that charging has been completed.

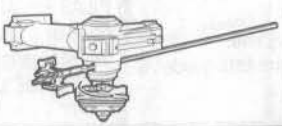
Please note:
- Charge the radio control top after the tip has stopped moving. Recharging when a charge remains in the battery may lead to weakening of the battery.
- If the radio control top is accidentally removed from the charge gate while it is charging, the charge light will continue to flash until the entire 80 second charging sequence has been completed. Be sure to charge until the charge light goes out.

LAUNCH:

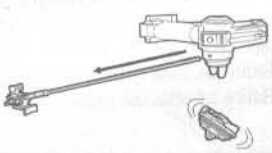
A Slide the ripcord through the launcher and attach the radio control top.



B Turn the radio control top to the right and secure the launcher.



C Grip the launcher firmly and pull hard on the ripcord to launch the radio control top.



BASIC OPERATION OF THE LAUNCHER:

1 Pull the trigger to make the top move clockwise.

2 Move the trigger to center to make the top spin in place.

3 Continue to push the trigger forward to make the top move counterclockwise.

4 Press and hold the button while pushing or pulling the trigger to activate the ENGINE GEAR™* speed burst!

The BEYBLADE®* Power Launcher and top system allows control of a Radio Control BEYBLADE top. By spinning the internal compact motor tip in the same direction as the top (right spin), the spin of the compact motor will add to the rotational force of the top! By spinning in the opposite direction (left spin) at a rate greater than that of the top, the compact motor can reverse the spin direction of the top! A second internal motor activates when you hit the ENGINE GEAR™* button, giving your top even more spin energy!

OPERATION:

Now that you have mastered basic operation, try these more challenging techniques!

You control the ENGINE GEAR edge!	
1. First strike!	Release at beginning of battle
2. Attack burst!	Full power release in middle of battle
3. Sudden shocks!	Stop and go release throughout battle
4. Outlast!	Release at end of battle

WARNING

When operating the radio control top and electronic launcher, make sure the distance between the launcher and the top is less than 3.28 feet (one meter). A distance of more than 2.62 feet (80cm) may result in a loss of control. The top will not move smoothly if there is dirt or dust on the tip. Please clean it periodically.

TROUBLESHOOTING

SYMPTOM	CAUSE	COUNTERMEASURE
It doesn't move.	Is the launcher power switch ON?	Turn the switch to the ON position, charge and launch it.
	Are the batteries old? Are they facing the correct direction?	Insert new batteries.
	Is it positioned so that the signal can reach it?	The transmission range of the launcher and top is about 2.62 feet (80 cm). Depending on circumstances, the transmission range may be reduced. Point the antenna toward the top and control it within 2.62 feet (80 cm).
	Has the top been charged enough?	It may not move if it hasn't been charged enough. When charging, firmly insert the top into the charge gate. If it is not inserted all the way, it may not charge properly.
I can't control it.	Is there dirt or dust on the tip of the top?	Clean the tip. If dust or dirt is present, the top may slip on the surface of the arena, making it difficult to control.
	Is there dirt or dust on the surface of the arena?	Clean the arena. If dust or dirt is present, the top may slip on the surface of the arena, making it difficult to control.
It has a mind of its own.	Are you playing against another top that has the same frequency as yours?	Tops with the same frequency cannot be used together because their signals will interfere with each other. Use tops with different frequencies.
	There are places in buildings where signals reflect easily.	Play in a different location.

⚠ CAUTION: TO AVOID BATTERY LEAKAGE

1. Be sure to insert the batteries correctly and always follow the toy and battery manufacturers' instructions;
2. Do not mix old and new batteries or alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries;
3. Always remove weak or dead batteries from the product.

IMPORTANT: BATTERY INFORMATION

Please retain this information for future reference.
Batteries should be replaced by an adult.

1) Always follow the instructions carefully. Use only batteries specified and be sure to insert them correctly by matching the + and – polarity markings.
2) Do not mix old batteries and new batteries, or standard (carbon-zinc) with alkaline batteries.
3) Remove exhausted or dead batteries from the product.
4) Remove batteries if product is not to be played with for a long time.
5) Do not short-circuit the supply terminals.
6) Should this product cause, or be affected by, local electrical interference, move it away from the other electrical equipment. Reset (switching off and back on again or removing and re-inserting batteries) if necessary.
7) RECHARGEABLE BATTERIES: Do not mix these with any other types of battery. Always remove from the product before recharging. Recharge batteries under adult supervision. DO NOT RECHARGE OTHER TYPES OF BATTERIES.

FCC Statement:

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy, and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Consult the dealer or an experienced radio/TV technician for help.

BEYBLADE BATTLE ASSOCIATION

Check it out! For game ideas, strategies and official game rules, please see
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